**Hut Building wet weather activities**

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| **Activity 1:** Tied in a Knot  **Time:** 10 minutes | Standing in a circle, everyone needs to hold hands. You are not able to hold the persons hand next to you or the same person hand twice. Working as a team, the aim of the game is to untie the knot. |  | | Co-operation  Teamwork/Groupwork  Class cohesiveness  Initiative  Body awareness |
| **Activity 2:** Spud  **Time:** 20 minutes | Every player gets a number and crowds around the person who is “it” for that round. “It” then tosses the ball straight up and the other players run away. As the ball reaches the top of its toss, “it” calls out the number of one of the other players and then runs away also. The player whose number was called must run back and catch the ball (or chase after it if it is bouncing around). Once that person has the ball, they yell, “Spud!” Then everyone else must freeze. The person with the ball must try to hit one of the players with the ball. If they do, that new person gets a letter (first S, then P, then U, then D) and is now “it.” If they miss, the person who threw the ball is “it” for the next round. | Basketball | Half a Basketball Court or equivalent indoor or outdoor area. | Anticipation  Cooperation  Hand Eye coordination |
| **Activity 3**  **Captain the ball**  **Time:** 20 minutes | Have two teams lined up with the captain of each team standing one metre away from the first person on the team.  To start the game, the captain throws the ball to the first player in the line who then throws the ball back and sits down. The captain throws the ball to the next player, who throws the ball back and sits down. The player continues in this way until all players have had a turn. The last player catches the ball and runs to the captain to replace him. The new captain now repeats the throwing of the ball to each player.  The first team to complete have every player be the captain wins the game. | 2 balls, Colour bands, Cones. | Basketball court or oval. | Team work  Agility  Ball handling  Decision making  Strategies |
| **Activity 4:**  **Name it**  **Time:** 10 minutes | Have players form a circle. Give one player a ball. That player selects a category, such as "candy bars." He or she then bounces the ball to another player in the circle, who must catch the ball, state an item from the category, such as "Snickers," and keep the ball moving to the next player. If the player can't name an item, holds the ball too long, or repeats an item, he or she is out. | Ball | Small area | Hand Eye Coordination |